



PREVIOUSLY IN SPAWN

Jim finds himself in "the white" with Twitch's deceased son, Max, and learns the dangers of Bludd. After hearing Bludd's origin story, Jim must help the souls stuck in Limbo avoid Bludd's wrath by leaving with his costume. If Bludd succeeds in taking control of the costume, no one is safe. As he leaves "the white" Jim discovers Max and Twitch's connection.

Meanwhile, in Staten Island, NY, Twitch contemplates life without Max, but realizes those still on earth are too precious to leave behind.





Jim Downing (Spawn) — A man whose past is shrouded in mystery, and connected intimately to the very fabric of the Spawn mythos, Jim is the world's newest Hellspawn...and so much more. Having spent years in a deep coma, Jim's main drive is piecing together the fragments of the man he was, in an effort to discover the man he truly is.



Detective "Twitch" Williams — Twitch, and his partner Sam, have long been embroiled in the deeper mysteries connected to the Hellspawn — first with Jims predecessor, Al Simmons, and now with Jim. Twitch is unsure of Jim's true motivations, and is haunted by the painful reminder of his son, Max. that was result of his first encounter Jim.



Max Williams – The deceased son of Detective Twitch Williams, Max has an unfortunate and sorted past, despite an overall innocence of mind and spirit. Now trapped "between" life and death, Max holds information key to Jim's struggle for control.

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